Sprint Backlog for week 29/9/2009 to 6/10/2009

* Write feature identification list and prioritize features
* Write pipeline
* Ogre3D
  + Ogre3D tutorials <http://www.ogre3d.org/wiki/index.php/Ogre_Tutorials>
    - Do basic tutorials 1 – 8
      * Loading Models, lighting, cameras, frame listeners, buffered input, CEGUI
    - Do Intermediate Tutorial 1, 2, 5, 7
      * Model Animation, render to texture, static geometry
    - Read [ExampleFrameworkDemystified](http://www.ogre3d.org/wiki/index.php/Example_Framework_Demystified)
    - Do [AdvancedTutorial1](http://www.ogre3d.org/wiki/index.php/Advanced_Tutorial_1)
      * Resource management
    - Read [Basic Ogre Framework](http://www.ogre3d.org/wiki/index.php/Basic_Ogre_Framework)
    - Read [Advanced Ogre Framework](http://www.ogre3d.org/wiki/index.php/Advanced_Ogre_Framework)
* Choose physics engine
  + Read up on engines already integrated and do tutorials
    - Ogre Bullet
    - NxOgre - PhysX